

Backward Design – The Zodiac Animals

Begin with the end in mind.

What do you want students to know and do?

Step 1 Identify Desired Results – What do you want your students to know and be able to do? These are your lesson objectives.

Step 2 Determine Acceptable Evidence – Assess for students' performance of the objective with oral questions, observations, dialogues, or traditional quizzes and tests.

Step 3 Plan Learning Experiences and Instruction. What activities, materials, and resources will be used to help the student learn and reach the desired results.

The Zodiac Animals Backward Design

Objectives – Desired Results

Assessment – Acceptable Evidence

<ol style="list-style-type: none">1. The student will be able to act out command words in the story.2. The student will be able to count to 10.3. The student will be able to say the color words.4. The student will be able to identify the animals in the story.5. The students will be able to retell the story.6. The students will be able to list facts about the zodiac calendar.	<ol style="list-style-type: none">1. As the teacher says a command, the student will act it out.2. The student will count to 10.3. The student will say the color of the animal as the teacher holds up the picture.4. The student will match an animal picture with its correct word.5. The student will retell the story to a partner.6. The student will be able to complete a test about the zodiac calendar.
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Objective

Learning Experiences

<ol style="list-style-type: none">1. The students will be able to act out command words.	<ul style="list-style-type: none">• Revealed TPR action with each verb• Used Simon Says to practice verbs• Verb charades.• Play Lingo with verbs.• Flyswatter game• As teacher tells story student acts out verbs.
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TPR Action

Assign an action for each of the verbs in the story. Model that action for the students and then have them practice the action several times.

Simon Says

Divide the students into pairs or three in a group. One student in the pair or group,

Charades

Divide the class into teams. One person on a team gets a verb. That person acts out the verb, and his teammates try to guess which verb he is acting out. If the team is successful, a point is awarded to the team. Play continues until all of the verbs are acted out, and the winner is the team with the most points.

Lingo

Follow the rules of Bingo only using words instead of numbers.

Flyswatter Game

Write all the verbs from a unit on the board. Divide the class into two teams. Give the first member from each team a flyswatter (small ones are the best). The teams stand behind a mark on the floor. When you say the word in English, one member from each team tries to hit the corresponding word in the target language on the board. The first person to hit the word wins.

Act Out the Verb

As the teacher reads the story, students act out the verbs in the story

Objective**Learning Experiences**

2. The students will be able to count to 10.	<ul style="list-style-type: none">• Chinese number action rhyme• Footprint walk• Pipe cleaner numbers• Numbers around the world• Number ball game
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Footprint Walk

Numbers are put on shoe prints and taped to the floor. They are not in order. Students take turns saying the numbers as they go from footprint to footprint. The teacher can time the students to see who can do it the quickest.

Pipe Cleaner Numbers

The teacher calls up a student to the front of the room and whispers to him/her a numeral between 1 and 10. The student has to use the pipe cleaner to form that number. Once he/she has done so, the teacher asks the class “这是几?” The class looks at the pipe

cleaner numeral and makes a guess until the correct number is said. The person who guesses correctly comes up to be the next “pipe cleaner number.”

Numbers Around the World

Students play the game “Around the World” and must answer the question “这是几?” according to the number flashcard that the teacher shows to the competing pair. The student who answers the question correctly first moves on to the next student. The student who misses sits down

Number Ball Game

Throw the ball to a person. The person who catches the ball must say one in Chinese. This continues until a desired number is reached. Counting may also be done in different multiples such as by 3’s or 10’s etc.

Objective

Learning Experiences

3. The students will be able to say the color words.	<ul style="list-style-type: none">• Touch blue not on you• Guess the color• Color Trio Game• M & M’s• What color are you wearing?
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Touch Blue not on You

The teacher says a color and the students must touch an object in the room that is the color the teacher said.

Guess the Color

Students are given a 3X5 card with a color in Chinese written on it. Taking turns, each student must touch three things of that color in the room. The class guesses which color the student has on his/her card

Color Trio Game

The teacher divides the class into groups of three. Each group is given a set of color cards or crayons (11 colors in all). The teacher names a series of three colors in Chinese. Each group must find those three colors in the order said to the class. For example, the teacher says, “红, 绿, 白.” The teams need to stand and hold up the red, green, and white cards or crayons in that order. Each team member must be holding on to a card or crayon. The teacher observes the cards or crayons as they are held up.

M & M’s

Give the students a small pack of M & M’s. As the teacher calls out a color, the students are allowed to eat that color.

What Color Are You Wearing?

The teacher says a color in Chinese, and the students wearing that color stand up.

Objective

Learning Experiences

4. The student will be able to identify the animals in the story	<ul style="list-style-type: none">• Frayer Model• Mind sketching• Hot or cold• Animal charades• Draw the animal• Animal jeopardy• Animal match
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Frayer Model

Have the students complete a Frayer Model for every animal. The student must write a definition of the animal in his/her own words, make a list of characteristics of the animal, write examples from his/her own life in reference to the animal and draw a picture of the animal.

Mind Sketching

Say the animal in the target language and have the students visualize that animal in their minds.

Hot or Cold

After a student leaves the room, the teacher hides the picture of the animal. The student returns to the classroom and searches for the picture. As the student gets closer to the picture, the other students say louder the animal in Chinese. As the student moves away from the picture, the other students say the animal in Chinese in a softer and softer voice.

Animal Charades

Divide the class into teams. One person on a team gets an animal. That person acts out the animal, and his teammates try to guess which animal he is acting out. If the team is successful, a point is awarded to the team. Play continues until all of the animals are acted out, and the winner is the team with the most points.

Draw the Animal

Give each student a sheet of white paper with nine squares. Tell the students an animal from the story, and the students draw that animal using the color indicated. They then pass the paper to their right. Tell the students to draw another animal from the story in a second square and then again pass the paper to the right. Continue this procedure until all squares are filled. Each student will then have nine squares with the animals from the story. These may then be cut up and used as flash cards.

Animal Jeopardy

Ask the students questions in English, and have them guess which animal you are describing.

Animal Match

Match the animal to its corresponding word in Chinese.

Objective**Learning Experiences**

5. The students will be able to retell the story.	<ul style="list-style-type: none">• Using the Power point the teacher tells the story and the students will act out the verbs.• As the teacher reads the story, the students do a living order.• The teacher uses circling.• Matching visuals to words.• Draw the story.• Ask questions about the story.• Teacher retells story as students fill in the blank.• With a partner, students retell story using prompts.
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Objective**Learning Experience**

4.The students will be able to list facts about the Chinese Zodiac	<ul style="list-style-type: none">• The students will jigsaw information about the zodiac calendar• The teacher will summarize the important facts about the zodiac calendar• The students will review with a Give One/Get One activity.
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